

SCION OF TERROR

By Nathan Rodrigue and Austin Zhang



An adventure for characters of 1st-2nd level using
the world's greatest roleplaying game

CONTENTS

INTRODUCTION	3
RUNNING THE ADVENTURE	3
ADVENTURE SYNOPSIS	3
ADVENTURE HOOKS	3
CHAPTER 1: THE TOWN OF YELTHBRUM	3
TOWN DESCRIPTION	3
MAP OF YELTHBRUM	4
KEY LOCATIONS IN YELTHBRUM	5
1. Wandering Star Inn and Boarding Houses	5
2. Running Satyr Tavern	5
3. Bridgeside Alehouse	5
4. Yelthbrum Temple of the Land	5
5. Hall of the Gemcutter's and Jeweler's Guild	5
6. Farmer's Guildhouse	5
7. Yelthbrum Barracks	6
8A. The Temple Bridge	6
8B. The Halfling Bridge	6
9. Goodlewot Provisioners and Outfitters	6
Rumor Table	6
Sidebar: Windlebus the Green	7
THE NORTHWARD ROAD	7
Random Road Encounter Table	7
CHAPTER 2: THE MURRWAN MOUNTAINS	8
THE MOUNTAIN TRAILS	8
Random Mountain Trail Encounter Table	8
ISSIMOR'S LAIR	8
Sidebar: General Dungeon Features	8
1. Mine Entrance	8
Dungeon Map: Issimor's Lair	9
2. Kobold Guardroom	10
3. Mushroom Grove	10
4. Kobold Village	10
5. Temple of The Tooth	11
6. The Wyrmling's Lair	11
Sidebar: Subduing the Dragon	12
ADVENTURE CONCLUSION	12
APPENDIX A: MAGIC ITEMS	13
APPENDIX B: KEY STATBLOCKS	14

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INTRODUCTION

RUNNING THE ADVENTURE:

Scion of Terror is an adventure meant to take a party of characters from the 1st or 2nd to the 3rd level. It is written in a setting-neutral manner and is designed to be easily fitted into any campaign. The adventure briefly draws upon *Volo's Guide to Monsters* and the *Elemental Evil Player's Companion* but otherwise can be run entirely with the 5e Core Rulebooks. References are located in the Appendices for the DM's convenience.

ADVENTURE SYNOPSIS:

The great wyrm Issodraxa is dead, slain by a noble band of champions hailing from the South known as the Sentinels of Arganor. The tale of the climactic battle that claimed white dragon's life is a tale that will be sung by the bards for many a generation to come. But this is not that tale. For before her death, Issodraxa had a wyrmling, a small beast by the name of Issimor. Fearing for his life after his mother's death, Issimor fled southward from the icy northern lair he grew up in, and sheltered himself in a small mountainous cavern overlooking the town of Yelthbrum. For weeks the young dragon has terrorized the town with his flying visage, and now the townsfolk, remembering all too well the devastation of Issodraxa when she ventured south for food and plunder, look to heroes to relieve their plight.

ADVENTURE HOOKS:

Terror in the Skies: The party is passing through Yelthbrum and, while crossing the town's countryside, they bear witness to Issimor swooping down to abduct his dinner, an unfortunate farmer's cow. This terrifying experience drives the adventurers to seek answers in the town proper.

Merchant's request: A wealthy merchant contacts the party informing them that several items of value were stolen in the night from a caravan heading out of Yelthbrum. The embarrassed caravan guards say that they heard nothing, but found kobold tracks in the morning while doing inventory. The merchant claims that should the players recover the small collection of items, they may have one item from the set of their choosing as a reward.

Like Mother, like son: Town criers and notice boards alike spread news of the Mayor-Warden's bounty: 100 gp for the head of the white dragon terrorizing the town. With the memory of Issodraxa's viciousness fresh in the minds of the townsfolk, many enthusiastically encourage well-armed newcomers to take up the bounty by visiting the Barracks.

To Hunt a Dragon: The party may have heard news of Issimor from surrounding settlements. Word of the young dragon's presence near Yelthbrum has, of course, spread quickly as the excitement and hubbub surrounding Issodraxa's death at the hands of the Sentinels of Arganor has not yet subsided. Seeking glory and fame, the adventurers decide that they too will add the besting of a dragon to the deeds the bards shall sing of.

CHAPTER 1: THE TOWN OF YELTHBRUM

As the party approaches Yelthbrum, read:

The wild grasses and weeds give way to cultivated fields and enclosed grazing pastures as you make your approach toward the town of Yelthbrum. As you make your way through the surrounding countryside, the sound of the gently flowing Waywash River becomes more audible. The town itself is unwallled, so you simply walk directly into town, nodding to a group of patrolling watchmen as you pass them.

TOWN DESCRIPTION:

Yelthbrum, Crossing Over the Waywash

Overview: Situated a few miles south of the base of the Murrwan Mountains, Yelthbrum is a small but bustling community supported by livestock, gemcutting, jewelry, stone quarrying and stonecutting. It also stands over a major crossing of the Waywash River, making it a significant crossroads settlement.

Population: 950 live within the town proper, with another 330 herders and farmers living in the surrounding countryside.

Demographics: Human (65%), Dwarves (20%), Halflings (8%), Other (7%). Most of the dwarves reside in the town and are either skilled craftsmen and artisans who belong to the gemcutting guild, or miners and stoneworkers. A few halflings live in the town proper as well, managing various businesses such as leatherworks or cobbler shops. Much of the human population is comprised of the herders and farmers living in the town's countryside.

Government: As an independent town, Yelthbrum has an appointed Mayor-Warden, who is chosen by a council of electors selected by major interest groups, such as the gemcutter's guild and the farmers and herders. Mayor-Wardens serve 6-year terms and can be reelected indefinitely. All disputes are brought before him or her to be settled in audience. The current Mayor-Warden is a 47-year-old Male Human named Olever Middwor, who is serving his second term and is relatively popular with the townsfolk of all classes and stations.

Defense: The town of Yelthbrum has a standing guard of 35 warriors-under-arms [**Guards**, MM Page 347] who serve as both the town's defense against external threats, and as the town's internal peacekeeping force. They can be seen patrolling the streets in shifts, usually in pairs or groups of three. In instances of dire emergency, the Mayor-Warden is able to summon up to 150 or so able-bodied men to serve as a militia force, but the militia is untrained, self-equipped, and not regularly drilled, and thus amount to little more than an armed mob [**Commoners**, MM Page 345.] The current Captain of the Guard is a Male Dwarf named Torrax Gyerklew [see Yelthbrum Barracks for statblock] who is loyal to town and the office of the Mayor-Warden, and who commands the respect of his men.

MAP OF YELTHBRUM



KEY LOCATIONS IN YELTHBRUM:

1. WANDERING STAR INN AND BOARDING HOUSES

Owned and operated by the cheerful Naren Willow and his wife Laura, the Wandering Star Inn is the sole source of rooms-for-rent in the town of Yelthbrum. Naren's grandfather opened the Wandering Star when Yelthbrum was still a much smaller and quieter farming community, and he served traveler bands seeking a northern crossing over the Waywash river. Ownership passed down through his father, and by the time Naren began to run the establishment, traffic through the town had grown significantly with the rise of the jewelry and gem trade. To take advantage of this, Naren was able to purchase a few of the adjacent townhouses and convert them to boarding houses to accommodate the larger clientele. On any given day, Naren's three children, Abigail, Hendel and Rubert, can be seen helping around the taproom. Abigail and Rubert serve the tables while Hendel works in the kitchen. Naren manages the bar in the taproom, and usually is a pretty good source of rumors from itinerant merchants passing through. [See Rumor Table.] Prices are standard to the Player's Handbook, give or take a few copper pieces, and each room comfortably houses two occupants.

2. RUNNING SATYR TAVERN

The Running Satyr is the rambunctious and lively local hotspot, and is popular among both stone quarry workers returning from the Murrwan peaks and farmers who come into town. The large tavern also often hosts local music, dice and card tables in the corners, and other entertainment, making it quite attractive to passing travelers as well. Capably overseen by the 215-year-old elf Tyathel "Ty" Silverwind and his beloved wife Kiarna, the tavern has proudly served the town for many years. Ty himself is a well-liked figure in Yelthbrum, and he keeps a pointed ear out for local news, which he happily shares with those who drop a few silver pieces at the bar [See Rumor Table.] The tavern does not offer lodgings, but Ty very helpfully points any travelers seeking rooms toward the boarding houses of the Wandering Star Inn, citing that the Willows are old friends. He helpfully advises such travelers to mention that they were sent by Ty, as usually Naren gives a discount to those who have already spent coin at his friend's tavern.

3. BRIDGESIDE ALEHOUSE

Situated right along the main road near the Temple Bridge's northwestern end, the Bridgeside Taphouse is a relatively young establishment, opened by the mountain dwarf brewmaster Jendar Torrzask only three years ago. The seventy-five year old dwarf travelled many of the northern clanholds to sample their brews and learn the techniques of each mountain hall's unique style. Finally, he decided to settle in Yelthbrum and share his craft with the world. Popular among town residents and those passing through alike, the alehouse is a lively place that sits across the the bridge, where off-duty town guards, caravan tenders, farmers and stonemasons share a common space. Word of mouth has already spread among nearby towns of the rich taste of

Jendar's famed Torrzask Bronze, and though many argue that better meals can be had at the Satyr or the Wandering Star, none contest the peerless quality that pours out of Jendar's casks. The flowing beer loosens many tongues, and characters who strike up conversations or simply listen in while nursing drinks can pick up news from both in and out of town [See Rumor Table.]

4. YELTHBRUM TEMPLE OF THE LAND

One of the largest and most recognizable buildings in Yelthbrum, the Temple of the Land serves as the town's place of worship. The attendant clergy here are devout servants of the Gods of Livestock and Agriculture, although the Temple itself is open to worship of any deities. Shrines to the above Gods stand alongside a consecrated anvil, which serves as a shrine to the dwarven Gods of the Mountains and Craftsmanship. Services are held per tenday in the Temple, and the clergy have access to divine healing magic, which they use to treat injuries and ailments in the town.

5. HALL OF THE GEMCUTTER'S AND JEWELER'S GUILD

This opulent stone and timber edifice is one of the most embellished buildings in Yelthbrum. It is in the spacious and lavish halls of this Guildhouse that the trade masters of Yelthbrum's gemcutting industry meet to discuss practices, negotiate agreements, and conduct guild business. The Guild manages not only the production of finished jewelry in Yelthbrum, but also the safe storage of raw gems and other precious stones that come out of the mines of the Murrwan Mountains, and as such, is a strong supporter of the town guard during political dealings and hearings with the Mayor-Warden. The Guild also maintains a small number of hired sentries to keep an eye on the warehouses in the artisan district, which are paid for by its members. At almost all times of day a number of guild members can be found in the hall, usually speaking with Dominic Brightworth IV, the current Guildmaster. Currently, the old hill dwarf is looking for adventurers willing to deal with this troublesome dragon that has decreased caravan travel to Yelthbrum and thrown all of his meticulous export timetables out the window. He is also very knowledgeable about the Murrwan Mountains, and has a good memory of its caves and caverns.

6. FARMER'S GUILDHOUSE

In contrast to the more flamboyant Gemcutters' Guildhouse, the Farmer's Meeting Hall is a far more humble structure. The Hall is usually relatively empty, with a roving staff of caretakers to answer inquiries that come to the Guild. The Farmer's Guild holds meetings twice per tenday, organizing markets and discussing town issues and countryside interests to bring to the attention of the Mayor-Warden, and during these meetings, which are open to all, the Hall can become quite busy. Currently, the First Speaker, a position equivalent to Guildmaster, is the middle-aged half-elf Feyna Indlemass, and she can usually be found at the Hall, working with the caretakers. Currently, she is looking for adventurers to deal with the problem of the dragon, which many of her guild members have expressed extreme concern over.

7. YELTHBRUM BARRACKS

A small enclosed stone fort within Yelthbrum's town limits, the Yelthbrum Barracks is the most secure building in the town, serving as a rallying point and a center of defense for the wall-less settlement. Most members of the town guard stay in their own homes with their families when not on duty, so the Barracks has only a few quarters for actual troops. It does, however, consist of the Captain's office, a small jail and set of stockades for minor criminals, a practice and drill yard, and an armory to house the town watch's weapons and armor when not in use. The Dwarf Captain Torrax Gyerklev can be found here, willing to sign on adventurers who seek to take on the Mayor-Warden's bounty for the dragon. Torrax's statistics are equal to that of a **Thug** [MM 350,] except he wears a Chain Shirt, giving him an AC of 13.

8A. THE TEMPLE BRIDGE, OR THE BRIDGE OVER THE WAYWASH

The Bridge over the Waywash, sometimes referred to as the Temple Bridge because of its proximity to the town's place of worship, is a 20-foot wide wooden crossing. It is of solid and sturdy construction, and sees much traffic from both travelling merchants and general Yelthbrum residents. A small guard posting sits at the northwestern end of the bridge, and although foot traffic is free of charge, wagons and pack animals are tolled 3 cp per head or wagon, regardless of which direction they approach from.

RUMOR TABLE:

1d10 Rumor:

- 1 A farmer swears he saw the great beast as it came down to abduct one of his cattle. It had teeth as long as elvish swords (which he's also seen before, he swears) and its roar shook the very earth he stood upon!
- 2 A swarthy miner says that the kobolds that live in the mountain warrens have gotten bolder recently, and attacked a work camp. They stole some basic supplies and injured a few of the work crew with their crude weapons. They fled toward an abandoned mine shaft further up the mountain.
- 3 A strange bard arrived in town not long after the dragon's terrorizing began, and he has been asking after adventurers who seem interested in going to hunt the beast. He can usually be found nursing one of Jendar's brews at the Bridgeside Alehouse, or having a meal in the Wandering Star Inn's taproom. [DM Note: The strange half-elf bard is Windlebus Unctaviar the Green in disguise. See Windlebus the Green Sidebar.]
- 4 Rumor has it that the great wyrm Issodraxa, who slain by the Sentinels of Arganor, had a wyrmling before her demise, though no one knows where it went.
- 5 Merchant traffic has gone down since the dragon appeared, and so the Gemcutter's Guild is offering a handsome reward to anyone able to put the beast down.
- 6 A caravan guard offhandedly comments over his tankard that he heard the dragon is actually one of two twins who both fled when Issodraxa was killed. [DM Note: This is entirely false]
- 7 A group of townsfolk and farmers are engaged in a heated but mostly civil argument about whether the dragon is white, blue, or green.
- 8 A shopkeeper is convinced he saw the dragon bear a rider across the sky. He claims the rider wore shining plate armor that glinted in the sun. The shopkeeper wears glasses and doesn't appear to have the best eyesight. [DM Note: This is entirely false]
- 9 A shady-looking character hangs around the back of Running Satyr, claiming to have "dragon's teeth" for sale. A closer inspection (DC 11 Intelligence (Nature) check) reveals that while large, these are definitely not dragon teeth. They most likely belonged to wolves and/or bears, and have been carved and painted to mask the fact.
- 10 A very, very drunk shephard loudly proclaims that the dragon is actually his mother-in-law, the gangly beast, but his wife won't believe him. [DM Note: If you really want this to be true...]

8B. THE HALFLING BRIDGE

The smaller sibling to the Temple Bridge, the Halfling Bridge is only 10 feet across and usually does not see as much traffic in the way of caravans, which use the sturdier and larger bridge to the north. The bridge is toll-free, and gets its name from the halfling artisans and craftspeople that use it to quickly cross the river into the workshop quarters of Yelthbrum, though in truth skilled laborers of all races use it to move about the town and cross into the artisan district.

9. GOODLEWOT PROVISIONERS AND OUTFITTERS

Located just across the Waywash River, Goodlewot Provisioners and Outfitters is the largest supply shop in Yelthbrum. Its proprietor, the 26-year-old halfling Noddar Goodlewot, is a sharp businessman with a keen wit. Noddar usually helps supply work crews heading into the gem mines or stone quarries of the Murrwan Mountains, but recent events have made workers more and more hesitant to head into the mountains. Seeing the dip in his business, Noddar is quite anxious to have the kobold and dragon problems that plague the town dealt with, and will happily offer discounted rates on rations, rope, tools, and any other supplies he has available to adventuring parties willing to head into the mountains and quell the threat. Goodlewot does not stock weapons or ammunition of any kind, but has, at the DM's discretion, a wide selection of adventuring gear for the players to purchase at Player's Handbook prices.

WINDLEBUS THE GREEN:

Windlebus Unctaviar, clothed in green robes denoting his wizardly rank, is a travelling researcher of the arcane Order of the Illuminated Hourglass. He is a Chaotic Good Human **Illusionist** (VGM 214) who has come to Yelthbrum in search of Issimor, the scion of Issodraxa. Through its research, the Order has come to believe that Issodraxa was one of a rare breed of dragon with the ability to cast arcane spells. They hypothesize that Issodraxa's son may have inherited this spellcasting capability, though he would at present be too young to manifest any spells of his own, and thus wish to capture the wyrmling for study. Windlebus, having been given this task, arrived in Yelthbrum magically disguised as a travelling minstrel shortly before the start of the adventure, and has spent roughly a tenday gathering rumors and intelligence, as well as plotting his own way into the mountains, when he hears of the arrival of a novice adventuring band. Windlebus hopes to enlist their aid in capturing the dragon, and so arranges a meeting with the party if they do not seek him out first. He speaks with them while magically disguised, but should the players earn his trust, he drops the act and is forthcoming with his mission and with the details he has on Issimor (such as the fact that he is Issodraxa's child.) He will not willfully work with characters that he knows are of Evil alignment, and he genuinely desires that as little harm as possible come to Issimor during the capture, and he relates these priorities to the party. He will not travel with the party into the mountains, and instead asks that he be allowed to use scrying to observe the party's progress, and ensure that his prize is not slain or in some other way jeopardized. If they agree, he offers the party a *Wand of Web* to aid them.

THE NORTHWARD ROAD:

After setting out from Yelthbrum to hunt the dragon Issimor, (or perhaps subdue it, if the party elected to assist Windlebus in his endeavor) the party crosses through the countryside between the town and the Murrwan Mountains.

As Yelthbrum is an unwallled settlement, your journey northward simply consists of following the road until the buildings fade into the distance behind you. After an hour or two at a steady pace, the woods begin to close in around the road, and you can see the foothills that make up the base of the mountain range coming into clearer definition. Ahead of you, the bluish-grey stone peaks stand, a grand sight, and even at this distance you can feel the mountain winds caress your face.

The area around Yelthbrum is largely flat countryside, and a few miles out the tilled land gives way to woods that stretch northward to cover some of the hills at the foot of the mountains. The journey to the Murrwan Mountains takes roughly two hours by foot at a marching pace, but parties moving cautiously or in a certain formation (with a scout ahead and a rearguard behind, for example) may take longer (up to an hour or so more.) The party is not the only group moving along the road this day, and the DM should roll against the Random Road Encounters Table to see what they chance upon. The party should face one combat encounter and one roleplaying encounter at minimum as they make their way North, although the DM may elect to throw more encounters at them if they move at a particularly slow pace, or if the DM simply wants to challenge the players. A good rule of thumb would be to roll one encounter for every hour spent on the road, though DMs may adjust this as they see fit.

RANDOM ROAD ENCOUNTERS:

1d10 Encounter:

- 1 A traveling merchant with exotic wares and his **veteran** [MM 350] bodyguard pass the party on the road. Players can ask him for rumors and information, in which case, the DM rolls on the Rumors table to see what he shares.
- 2 The party hears screams and cries for help coming from the woods off the road, from what might sound like a maiden and a young man. The sounds are not difficult to follow, requiring no check, and if the party investigates, they are ambushed by 1d4+1 **Kenku** [MM 194] bandits, which are the source of the sounds.
- 3 A ranger, heading into town for a hot meal after patrolling the mountain passes, comes across the party along the road. The ranger relates that there have been increased sightings of kobolds on the Murrwan trails, and tells the party they can expect to encounter the diminutive creatures as they ascend into the mountains.
- 4 A **brown bear** [MM 319] wanders onto the side of the road. Players that pass a DC 12 Intelligence (Nature) check know how to frighten the bear off, and can then make an DC 13 Charisma (Intimidate) check to avoid combat.
- 5 A pack of 1d4 **Wolves** [MM 341] are on the prowl. Players can engage or evade at their discretion.
- 6 A farmer with a broken cart waves the adventurers over. He asks for help getting his spare wheel on the axle (DC 17 Strength (Athletics) check, other party members may use the Help action to grant advantage. Alternately, a party working together to lift the wagon can make passive checks.) The grateful man pays 1d10+2 cp if they succeed.
- 7 A curious **orange Faerie Dragon** [MM 133,] previously entertaining itself by observing woodcutters, comes to travel alongside the party for a spell and see if they amuse her. She flees if the party threatens her, but treats and good company may entice her to stay with the party as they head into the mountains.
- 8 1 **Mimic** [MM 220], disguised as a crate of goods on the side of the road and appearing as though it fell off a passing wagon, lies in wait for travelers. The mimic is smart enough to leave the party alone if they give it food.
- 9 1d4 **Gnoll Hunters** [VGM 154] accost anyone travelling along the road.
- 10 6 **Bandits** [MM 343] hold up the party for "a road toll" of 2 sp per head.

CHAPTER 2: THE MURRWAN MOUNTAINS

THE MOUNTAIN TRAILS:

You ascend through the foothills upward into the mountains. The trails here are clearly marked and well-trodden, and you have little difficulty finding your way. Now, you must locate your quarry.

Issimor's lair is in a cave further up one of the peaks nearest to Yelthbrum, and players searching for clues may make DC 13 Intelligence (Investigation) checks to deduce likely locations for the dragon's lair. If the players have taken due time to gather rumors and information before departing, then each party member who elects to make this check does so at advantage, having gotten a good idea of the mountains, their layout, and any notable natural or artificial caverns and caves. Though it is difficult to find tracks on the hard stone beneath their feet, party members may also attempt to track the kobolds with a DC 21 Wisdom (Survival) check. As the party moves through the mountains, the DM can roll on the Mountain Trail Encounters to liven up the journey. Once the party has located the abandoned mine that is Issimor's lair, they must succeed on a DC 12 Strength (Athletics) Group Check to hike up to the lair. Furthermore, every three hours spent hiking or searching the mountains without rest requires a DC 10 Constitution Group Check. Characters that fail take one level of exhaustion from the exertion.

MOUNTAIN TRAIL ENCOUNTERS:

1d6 Encounter:

- 2 **Ice Mephites** [MM 215,] finding the chilly mountains and the recent minor changes in climate wrought by Issimor's presence to be suitable to their tastes, have settled in a small nest near the dragon's lair. They viciously attack passersby.
- A herd of mountain **Goats** [MM 330] can be spotted in the distance. A DC 17 Wisdom (Perception) reveals a hunter trying to sneak up on them and get a fix with his shortbow.)
- A **Giant Eagle** [MM 324] soars above, its broad wings spanned open upon the air. It's a breathtaking sight.
- Party runs into a work party (**Commoners**, [MM 345]) from Yelthbrum resting for lunch. If hailed in a friendly manner, the workers offer to share their simple meal of bread, dried jerky and grey pea stew.
- The party is attacked by a **Peryton** [MM 251.] If the party puts up stiff resistance (reducing the Peryton to half HP or by some other means) or if they manage to flee to the cover of a cave or overhanging cliff, the Peryton moves on in search of easier prey.
- 1d4 **Winged Kobolds** [MM 195] in service to Issimor are flying near the cave entrance, trying to conduct patrol, though in the broad sunlight the light-sensitive kobolds have a hard time seeing well. A DC 15 Wisdom (Perception) Check spots them flying about, and gives the party clear indication of where the dragon's lair might be.

ISSIMOR'S LAIR:

GENERAL DUNGEON FEATURES:

The following descriptions of the environment are true unless contradicted in a specific area description, which overrides these features.

Floor: The floor is gravelly and dusty stone, carved out from the mountain. Many of the old mine cart tracks were torn up by the kobolds to be used in fences, but fragments of the tracks can be found in collapsed mineshafts.

Light: With the exception of Area 1, there is no light in the dungeon. Though the miners installed torch scones into walls, the kobolds removed and doused the torches as the light bothered their eyes.

Walls: The walls are rough hewn stone but have many handholds for skilled climbers to utilize. (DC 12 Dexterity to climb, no check if the character has a climb speed.) The ceilings of the caverns rise up between 15 and 20 feet.

Echoes: The open and doorless halls and caverns of the dungeon allow for even the slightest of sounds to echo through the still air. As such, the sounds of battle and of conversation carry easily throughout different areas. Creatures get advantage to hear any conversation being carried on at louder than a whisper (the kobolds speak in low, chattering tones in Draconic and, unless they are arguing about something or engaged in battle, usually keep quiet), and also get advantage to hear the sounds of combat in adjacent areas.

1. MINE ENTRANCE

The trail leads through the mountainside between bluffs to a clearing where a manmade tunnel cuts into the mountain. The ground has been flattened and the entrance is held up by timber. Scattered around the clearing are a series of foundations for what must have been a base camp of sorts, but the walls and roofs of the structures are missing and there is no noticeable debris in the area. A cold draft silently issues forth from the cave.

This area is empty, as the kobolds prefer to intercept intruders at the guardroom (Area 2.) The cave's opening is 15 feet wide, and characters that enter the cavern find that it descends at a gentle slope, in an eastward direction, deeper into the mountain.

Base Camp: Since the mine was relatively new when it was abandoned, the workers set up a small camp here before the whole operation was abandoned due to kobold incursions. The camp itself consisted of a moderately-sized tool shed, a booth for a single sentry or watchman, a number of tents, and

ISSIMOR'S LAIR MAP



a covered pavillion that served as a general mess hall. By the time the kobolds had begun to hamper work in the mines, much of the functionality of the camp structures had already been transferred to within the mine itself, but the work crew did not bother with taking apart their camp structures. After evicting the Yelthbrum miners, the kobolds themselves happily stripped the buildings for materials to construct their village with, finding the timber and rope to be a welcome addition to the stone of the caves. Everything of value has already been taken by the kobolds, but an DC 13 Intelligence (Investigation) check reveals to the players clues in the torn up foundation boards that someone must have crudely dismantled whatever structures once stood here.

2. KOBOLD GUARDROOM

The short, sloped tunnel opens up into a larger cavern. A three-foot tall fence with a closed gate blocks the entrance to this cavern. Several large boulders lay scattered across the floor, obstructing vision. In the corner, a low fire burns, casting some light around the room, and two wooden tables hold simple rusty swords, slings and small smooth pebbles. The tunnel splits into two beyond the fence, both continuing eastward deeper into the mountain.

Of the two exits in Area 2, the rightmost tunnel curves off to the south and terminates in a dead end after around 50 feet. It was intended as a new mine shaft, but was never completed. The leftmost tunnel continues east into Area 3.

Creatures: Three **Kobolds** [MM 195] keep watch here behind the fence. They are vigilant, and would be alerted to the party's approach unless the players specifically chose to proceed with stealth. They choose to hid behind the boulders and ambush the party with shots from their slings unless the party takes them by surprise.

Fence: The kobolds erected this fence from scrap wood and other salvage to serve as a rough checkpoint into their domain. The fence's gate is always kept shut by way of a length of rope, lashing it to the adjacent fence post. A DC 13 Dexterity (Sleight of Hand) check can undo the rope and allow the fence to be easily pushed open, or the players can destroy the fence gate (AC 15, 13 HP.) Medium or larger characters can simply treat the fence as difficult terrain when it is closed, as it is only three-feet tall.

Fire: A fire is kept here by the kobolds, mostly for warmth rather than light. It sheds dim light in a 45-foot radius.

Boulders: The kobolds moved some large rocks into this room to provide them with cover. Characters behind the boulders receive half cover. Small characters instead receive three-quarters cover.

Treasure: There is little of value here. 2 rusted shortswords, 3 leather slings, and 22 pebbles gathered from mountain streams for use as sling bullets sit on the table. The weapons on the table are all poor quality and ill-maintained, worth at best a fraction of their values as listed in the PHB. Each kobold carries around 1d12 cp and 1d6 + 1 sp.

3. MUSHROOM GROVE

A large cavern, hewn from the mountain rock, lies ahead. Moss and mildew cover the walls and floor. Many different types of fungus are growing on the moss. The air here is damp and water drips from the ceiling at various points. Four other tunnels leave this cavern. Light and sounds of activity issue from the path to the North. Two separate trails lead across the mushroom-filled cavern to the eastern exit, from which a cold draft emanates. Trails also cut through the moss growth to lead to tunnels that continue to the West and South.

The kobolds have converted this damp chamber into a mushroom garden, and have been cultivating fungus for various uses. Though there are usually a few kobolds tending to the groves, this area is currently empty. The eastern exit leads to Area 4, and the eastern exit leads to Area 5. The other two tunnels, West and South, both lead to incomplete mineshafts that result in dead ends.

Mushrooms: Many of the brightly-colored mushrooms growing in this room are harmless and are simply used as food to supplement the meat brought in from hunts. The players can, with a DC 12 Intelligence (Nature) check, identify a few special mushrooms among the masses. A small collection of blue-capped fungi, growing near the area to the eastern exit, has been unnaturally altered. A DC 15 Intelligence (Arcana) check reveals that the presence of the *Issimor's Tooth* in nearby Area 5 has imbued these blue-caps with magical properties, such that they grant resistance to cold damage for 1 minute after consumption. A collection of red-capped mushrooms, growing in the cave's center, are mildly toxic. Ingesting one confers the poisoned condition for 1 hour unless the character passes a DC 13 Constitution saving throw. The other two notable mushroom types, one yellow with green spots and the other black with blue blotches, are alchemical ingredients scattered throughout the cavern. Torrzask, who has been looking for rare fungi to use in new brews, may be interested in acquiring some of these mushrooms for a price. If the special mushrooms are harvested by the party, their total value to alchemists or brewers amounts to around 30 gp, reduced to a mere 8 gp if the party keeps the magical blue-caps for their own use.

4. KOBOLD VILLAGE

The tunnel opens up into a large grotto that plays host to a number of structures. A three-foot tall fence, similar to the one found at foot of the descent into the mines, runs from the southwestern corner of the cavern, with a 10-foot wide ungated opening in the middle, before continuing to the opposite side. Next to the fence along the southeastern side sits an animal pen. Four haphazard huts, one noticeably larger than the rest, stand around a central campfire, over which a large pot hangs. Five kobolds, previously attending to the pot, now rush to respond to your intrusion, weapons in hand. The cavern has two exits; one to the South and one to the West.

This area used to serve as a rest spot and a makeshift mess hall for the Yelthbrum miners, and the kobolds have constructed their small village here. Most of the supplies the miners had here, barrels of flour and ale, as well as lantern oil and rope, have either been repurposed into traps, used in village construction, or gifted to the dragon.

Creatures: Kri-thak, a **Kobold Inventor** [VGM 166,] is in charge of the tribe's efforts to fashion traps, tend to the mushroom groves, and concoct alchemical brews. Currently, he and 4 of his tribemates (**Kobolds** [MM 195]) are cooking a meal over the fire. If they were alerted to the party's approach, they instead are hiding in ambush or standing to repulse the enemy at the fence. Kri-thak carries 2 flasks of alchemist's fire, and he uses them on characters doused with oil (see **Fence** below.)

Fence: The fence here is a ramshackle barrier, built using torn up mine tracks and other salvage. As in Area 2, the fence is approximately 3 feet tall, and as such, Medium and larger creatures can treat it as difficult terrain and merely step over it. The kobolds, under the direction of Kri-thak, have rigged a cluster of pots filled with lantern oil directly above the fence's opening. A small tripwire [DC 17 Wisdom (Perception) check to spot] along the opening triggers the trap, dousing characters below with highly flammable oil (5-foot radius from each square of the opening.) Characters doused in this oil take an additional 5 fire damage from any sources of fire damage for 1 minute until the oil dries.

Village Huts: The four huts house the tribe of kobolds devoted to Issimor. The largest one serves as a storage shed and workshop for Kri-thak. Inside are cots for himself and for the tribe's sorcerer, Minpok, as well as the tribe's general supplies: 2 sacks of flour, 2 unopened barrels of ale, 1 smaller barrel of lantern oil, a bushel of hay, several oil lamps and the remaining construction materials, all of which have stacked against the wall. On a workbench to the side of the hut sits a full set of Alchemy Tools belonging to Kri-thak, as well as a tiny music box of gnomish craftsmanship and 2 *Potions of Healing*. The other three structures provide lodging for the remainder of the tribe's kobolds. Inside are rough cots and bedrolls, and while there is little here in the way of valuables, a thorough search by the party [Wisdom (Perception) DC 14] turns up a total of 35 cp, 6 sp, 2 gp, a collection of bone jewelry, a fur pouch of some kind filled with shiny but worthless stones, a string of beads worth between 5 sp to 1 gp, and a small wedge of cheese a kobold stashed in his bedroll, apparently saving for later.

Cooking Fire: Some kind of strange stew boils in an iron cauldron over the fire. The fire itself is relatively bright, casting bright light for 30 feet and dim light for another 30 feet. The stew is made from a combination of the mundane mushrooms being cultivated in area 3 and some selections of meat brought back by kobold hunting parties. It has no special properties of any kind and is safe to consume, although the mushrooms give the stew a distinctive earthy taste.

Animal Pens: These pens hold captured mountain **Goats** [MM 330] that the kobolds keep as livestock. They are docile and do not attack unless provoked. They occasionally bleat at characters that approach them.

5. TEMPLE OF THE TOOTH

A biting chill causes your breath to mist as you head into this cavern. Upon rounding the corner, you notice three kobold figures, knelt in what appears to be devout worship, facing a stone pedestal. As they rise and turn toward you, you notice that two of the kobolds appear to be winged, and their turning to face you also allows you to catch a glimpse of the object upon the stone pedestal, which appears to be a bone of some sort. Tunnels to the East and Northwest lead out from this area.

Creatures: Two **Winged Kobolds** [MM 195] serve as the honor guard for Minpok, **Kobold Scale Sorcerer** [VGM 167] and Issimor's lieutenant. They were silently praying to their gods and to the glory of Issimor when the party comes upon them, and in their devotion they all fight to death. Minpok begins the encounter attuned to *Issimor's Tooth* (see **Treasure** below) and uses it in combat against the party.

Treasure: The bone placed upon the stone altar is actually one of Issimor's fangs, imbued with the elemental power of frost and ice that also fuels the wyrmling's breath weapon. Issimor gifted this discarded fang to the kobolds to honor them and their oaths of loyalty to him and him alone. *Issimor's Tooth* acts as a *Wand of Frostbite*, and a full description of the magic item can be found in Appendix A. A number of minor nonmagical charms can be found on the pedestal as well, but Minpok and his winged guards carry no personal wealth, and there is no other treasure in this room; in their devotion, Minpok and his guards contribute anything of value they find directly to Issimor's hoard (see Area 6) and they barely tolerate the coins and other small trinkets that their tribemates insist on keeping.

6. THE WYRMLING'S LAIR

The tunnel progresses further into the mountain, and with each step forward the temperature seems to drop a few more degrees. Gradually, thin layers of ice begin to cover cavern surfaces. Eventually, you reach a fork in the path, with one path looping back around to lead westward, while the other abruptly terminates against a small sheet of ice that rises from floor to roof and blocks passage forward. The ice is slightly cloudy, but through it you can make out a dimly-lit, frost-covered cavern. In the cavern's center, upon a large stalagmite encased in ice, sits Issimor, gnawing at what appears to be the bone of an unfortunate animal. The ice wall seems sufficiently thin that it could be breached with ease, perhaps needing only a blow from weapon or a determined strike with mailed fist.

The roof of this spacious area rises up to 30 feet, giving Issimor ample room to fly around during combat. Owing to Issimor's draconic nature and to his arcane heritage, the surfaces of this is covered in a layer of ice and frost.

These terrain effects do not affect combat unless the DM elects for them to do so, but instead serve as thematic details to underscore the climax of the dungeon.

Light: The room is dimly light due to a large opening in the side of the cavern. This aperture, 10 feet across and 30 feet from the ground, serves as an exit for Issimor, allowing him to fly out the eastern face of the mountain when he wishes to stretch his wings or terrorize the countryside.

Ice Sheet: Issimor uses his icy breath to produce a thin sheet that covers the entrance to his lair, in order to isolate himself from his kobold syncophants. He prefers having Minpok and Kri-thak manage affairs of the tribe while he entertains himself with their tributes. The ice wall is translucent, which allows Issimor to notice when his kobolds are standing outside, awaiting audience. Currently, Issimor is distracted with lunch, and the party has the opportunity to peer into the room. The ice sheet can be easily destroyed (AC 5, 5 HP,) but doing so would alert Issimor to the party's presence and begin the combat encounter. If the party destroys the ice wall and then retreats, Issimor assumes that the beings outside his lair are intruders, and flies up and circles at a height of 25 feet, waiting for his foes to re-enter the area.

When the party breaches the ice sheet to enter the area, read:

Unlike the previous areas, the roof here rises to 30 feet, with an opening on the eastern wall near the roof. Light floods in from the outside through this aperture. The entire cavern is covered in a thin layer of ice. Low-hanging fog clings to the ground, adding to the deep chill, and the light reflects off the icy walls and into the fog, giving an enchanting glow to the air. Four stalagmites surround a taller, central stalagmite. The room on the whole exudes a sublime beauty, capped off by the majestic wyrmling sitting atop the stalagmite. This peaceful beauty is swiftly shattered, however, when Issimor rears his head and issues a mighty roar, challenging you to combat.

Creature: Issimor, proud and direct in typical white dragon nature, will fight to defend his hoard and his lair. The echoing roar he issues will also summon any remaining kobolds in the cave to his aid, and they will arrive in roughly 1d6 + 2 rounds. (DM's Note: If this would make the encounter too difficult for the party, it is acceptable that the kobolds instead interpret this roar as a sign of Issimor's displeasure with the tribe, and flee the cavern or go into hiding instead.) Issimor himself fights in a brutish manner, swooping in to attack with talons and breath weapon. However, he is mindful of his youth and inexperience, and if reduced to below 10 HP, will try to flee out the aperture. If Issimor succeeds in escaping, grant the party XP as if they defeated him in combat.

Treasure: Issimor's hoard is actually underneath the dragon himself when combat begins; Issimor has piled it onto the central stalagmite and enjoys literally sitting on his wealth. The hoard is covered in the same thin ice that coats much of the rest of the chamber, and includes the following items: A *Mithral Chain Shirt*, a *Driftglobe*, a pair of *Boots of the Winterlands*, a shortsword inside a fine deerskin scabbard (worth 25 gp, or 35 gp with the sword included,) a silver

bangle with an eye agate gem set in the center (37 gp), a set of four pewter chalices (5 gp each,) an uncut lapis lazuli gem (10 gp,) an uncut bloodstone gem (50 gp,) an uncut piece of blue quartz (10 gp), a square-cut hematite gem (20 gp,) a small bag of fine incense (23 gp), miscellaneous mining equipment worth a total of 25 gp, and 354 cp, 75 sp, and 36 gp in coins.

SUBDUING THE DRAGON:

Though still young and somewhat reckless, Issimor is a mighty and fierce opponent for the adventurers. Defeating him alone would be a worthy feat, to say nothing of capturing the dragon alive. If the party agreed to allow Windlebus to track their progress via scrying, then the Wand of Web should aid them in grounding the dragon and bringing him to melee. The DM should encourage the party to think creatively about the task of bringing the dragon in alive, perhaps using stalagmites as cover against Issimor's breath weapon. So long as the final points of damage are done using nonlethal attacks ("Knocking a Creature Out," PHB 198,) the party succeeds in rendering Issimor unconscious. Windlebus himself assures the party that he and his Order can handle the transport of the captive dragon from there. In order to allow the party to formulate a plan of attack or capture, the ice sheet in Area 6 prevents the heroes from simply wandering into the final encounter, and also allows them a bit of breathing room by allowing them to see into the cavern and analyze the terrain in the zone of engagement.

ADVENTURE CONCLUSION:

Depending on how the party concluded battle with the dragon, a number of things take place. Bringing trophies back to Yelthbrum allows the party to collect the bounty on Issimor's head (if Windlebus took custody of the dragon, then *Issimor's Tooth* can serve as proof for the bounty.) If the dragon was slain, Windlebus withdraws from Yelthbrum to inform his superiors, and the party earns the enmity of the powerful Order of the Illuminated Hourglass. If the party succeeds in capturing the dragon, Windlebus may enlist the party in helping him safely conducting the dragon to a place where he is able to magically transport himself and his prize to a more secure location under his Order's control. Either way, so long as the party returns with proof of Issimor's defeat and the scattering of the kobolds, they are showered with adoration upon entering Yelthbrum. Inns and shops offer discounts or even extend free rooms and items to show their appreciation, and the party is able to bask in the satisfaction of freeing the town from the Scion of Terror. If Issimor escapes, Windlebus is understanding, and may ask the party aid him in the pursuit. Proof that the dragon was driven off is sufficient to earn the party the town's affection. However, Issimor himself may become a recurring enemy of the party, and dragons only grow more powerful with age...

APPENDIX A: MAGIC ITEMS

For ease of reference and for the DM's convenience, the magic items that appear in *Scion of Terror* are grouped here in alphabetical order.

BOOTS OF THE WINTERLANDS

Wonderous item, uncommon (requires attunement)

These furred boots are snug and feel quite warm. While you wear them, you gain the following benefits:

- You have resistance to cold damage.
- You ignore difficult terrain created by ice or snow.
- You can tolerate temperatures up to -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

DRIFTGLOBE

Wonderous item, uncommon

This small sphere of thick glass weighs 1 pound. If you are within 60 feet of it, you can speak its command word and cause it to emanate the *light* or *daylight* spell. Once used, the *daylight* effect cannot be used again until the next dawn.

You can speak another command word as an action to make the illuminated globe rise up into the air and float no more than 5 feet off the ground. The globe hovers in this way until you or another creature grasps it. If you move more than 60 feet from the hovering globe, it follows you until it is within 60 feet of you. It takes the shortest route to do so. If prevented from moving, the globe sinks gently to the ground and becomes inactive, and its light winks out.

POTION OF HEALING

Potion, common

You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

MITHRAL CHAIN SHIRT

Armor (Chain Shirt), uncommon

Mithral is a light, flexible metal. A mithral chain shirt can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor does not.

ISSIMOR'S TOOTH

Wand, uncommon (requires attunement by a spellcaster)

Issimor's Tooth is a large dragon fang from the wyrmling Issimor that has become imbued with some of his arcane potential. The tooth itself functions as a *Wand of Frostbite*, with 7 charges. While holding it, you can use an action to expend 1 charge to cast the *Frostbite* spell.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the magic fades from the tooth, and it becomes a nonmagical white wyrmling tooth. (DM's Note: The *Frostbite* cantrip is from the *Elemental Evil Player's Companion*. DMs without this resource can instead treat Issimor's Tooth as a *Wand of Ray of Frost* with the same rules as above, replacing the *Frostbite* spell with *Ray of Frost*.)

WAND OF WEB

Wand, uncommon (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *Web* spell (save DC 15) from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

APPENDIX B: KEY STATBLOCKS

For the DM's convenience, the statblocks of major NPCs are presented here in alphabetical order.

KRI-THAK, KOBOLD INVENTOR

Small humanoid (kobold), lawful evil

Armor Class 12
Hit Points 13 (3d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	7 (-2)	8 (-1)

Skills Perception +0

Damage Resistances see Dragon's Resistance below

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 1/4 (50 XP)

Pack Tactics. Kri-thak has advantage on an attack roll against a creature if at least one of his allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity While in sunlight, Kri-thak has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Weapon Invention (Alchemist's Fire). Kri-thak has two flasks of alchemist's fire, each of which has the following profile: Ranged Weapon Attack: +4 to hit, range 5/20 ft., one target. *Hit:* 2 (1 d4) fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

MINPOK, KOBOLD SCALE SORCERER

Small humanoid (kobold), lawful evil

Armor Class 15 (natural armor)
Hit Points 27 (5d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	9 (-1)	14 (+2)

Skills Arcana +2, Medicine +1

Senses darkvision 60 ft. passive Perception 9

Languages Common, Draconic

Challenge 1 (200 XP)

Spellcasting. Minpok is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). He has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, mending, poison spray*

1st level (4 slots): *charm person, chromatic orb, expeditious retreat*

2nd level (2 slots): *scorching ray*

Sorcery Points. Minpok has 3 sorcery points. He can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Heightened Spell: When Minpok casts a spell that forces a creature to make a saving throw to resist the spell's effects, he can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Subtle Spell: When Minpok casts a spell, he can spend 1 sorcery point to cast the spell without any somatic or verbal components.

Pack Tactics. Kri-thak has advantage on an attack roll against a creature if at least one of his allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity While in sunlight, Kri-thak has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

WINDLEBUS UNCTAVIAR THE GREEN, ILLUSIONIST

Medium humanoid (human), chaotic good

Armor Class 12 (15 with *mage armor*)

Hit Points 38 (7d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses passive Perception 10

Languages Common, Draconic, Dwarvish, Elvish

Challenge 3 (700 XP)

Spellcasting. Windlebus is a 7th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *poison spray*

1st level (4 slots): *color spray+*, *disguise self+*, *mage armor*, *magic missile*

2nd level (3 slots): *invisibility+*, *mirror image+*, *phantasmal force+*

3rd level (3 slots): *major image+*, *phantom steed+*

4th level (1 slot): *phantasmal killer+*

+Illusion spell of 1st level or higher

Displacement (Recharges after Windlebus Casts an Illusion of 1st Level or Higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, it is incapacitated, or its speed becomes 0.

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

ISSIMOR, WHITE DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	5 (-3)	10 (+0)	11 (+0)

Saving Throws Dex +2, Con +4, Wis +2, Cha +2

Skills Perception +4, Stealth +2

Damage Immunities cold

Senses blindsight 10ft., darkvision 60ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.

Cold Breath (Recharges 5-6). The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.